

Introduction to Time-Based Editing

Time-Based Editing

- Software includes:
 - Final Cut Pro
 - iMovie
 - Garageband
 - Flash
 - Premere
 - Any other program which outputs a product that is time-based

Key features

- All of these programs contain these features
- Features may not be in the same place
- Features may not be called the same thing
- These features include:
 - Bin/Library
 - Properties
 - Timeline
 - Workspace
 - Effects/Filters
 - Tools/Palette

Bin/Library

- Repository for media (pictures, videos, audio, interactive graphics, etc.)
- Content here can be user-created or come with the software (ex. Common libraries in flash or loops in garageband)



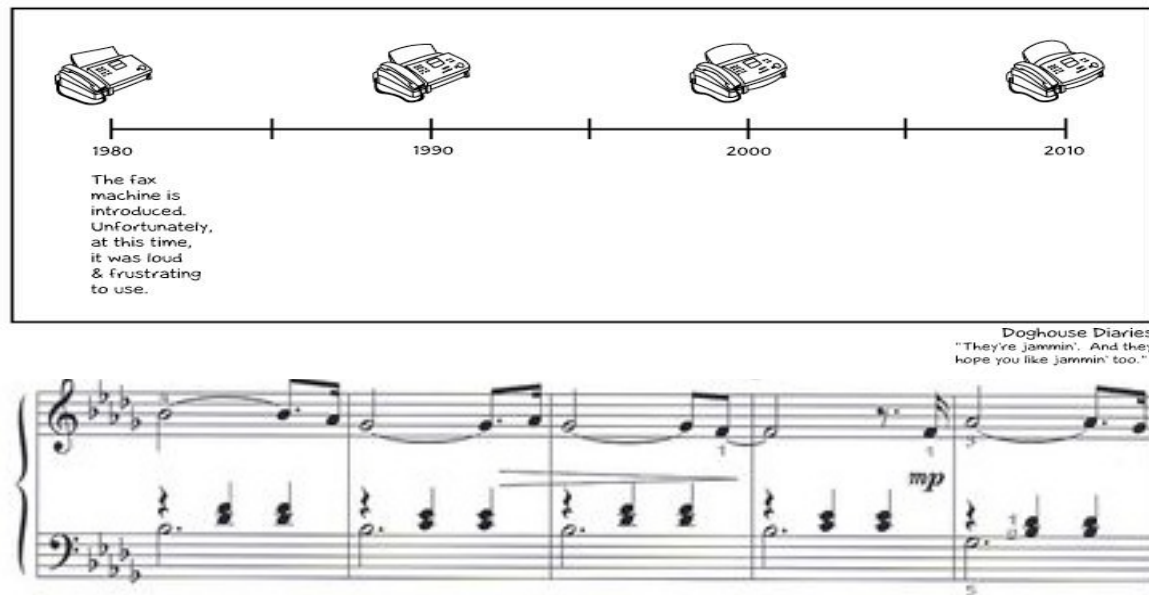
Properties

- All programs have a way to adjust many properties of a selected element.
- Most often this is done in a dedicated window.
- Sometimes the properties window includes its own timeline for adjusting individual parameters over time.



Timeline

- Any software that deals with the 4th dimension needs a way to graphically represent it.
- Most common way is a timeline.
- Key features of most timelines are key frames.
- A key frame tells a specific property to be X value at Y time.



Workspace

- Where you see final arrangement (or selection thereof) in video based programs
- Where you do the majority of drawing or photo manipulation in graphic programs
- Most important in graphics based programs for animation and 3D design. (Ex. Flash, Blender)
- Can be called the Canvas (FCP), Stage (Flash), or several other names



Effects/Filters

- Most programs include a list of built in effect and or filters.
- Always accessible on top menu, usually has own window or tab.
- Remember- most video programs do the same things and have the same things available, just not in the same place.



Tools/Palette

- This is where the tools for cutting, moving, drawing, painting, etc. are
- Usually in a dedicated window.



Remember:

- If you don't see what you are looking for, check the 'view' or 'window' menu at the top of the screen and make sure the element you need is selected/shown